

APPENDIX 7

Procedure for the One Over Per Side Eliminator

The following procedure will apply should the provision for a one over per side eliminator (oopsy) be adopted in any match.

1. Subject to weather conditions the oopsy will take place on the scheduled day of the match at a time to be determined by the ICC Match Referee. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
2. The amount of extra time allocated to the oopsy is the greater of (a) the extra time allocated to the original match less the amount of extra time actually utilised and (b) the gap between the actual end of the match and the time the original match would have been scheduled to finish had the whole of the extra time provision been utilised. Should play be delayed prior to or during the oopsy, once the playing time lost exceeds the extra time allocated, the oopsy shall be abandoned. See clause 15 below.
3. The oopsy will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the ICC Match Referee.
4. The umpires shall stand at the same end as that in which they finished the match.
5. The umpires shall choose which end to bowl and both teams will bowl from the same end.
6. Prior to the commencement of the oopsy each team elects three batsmen and one bowler.
7. The nominated players are given in writing to the ICC Match Referee. The ICC Match Referee shall not disclose the names of the nominated players to any other person until both teams have submitted their respective nominees.
8. Each team's over is played with the same fielding restrictions as apply for a non-powerplay over in an ODI.
9. The team batting second in the match will bat first in the oopsy.
10. The same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of the team's innings shall be used for the "extra" over.
11. The loss of two wickets in the over ends the team's one over innings.
12. In the event of the teams having the same score after the one over per side eliminator has been completed, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the oopsy shall be the winner.

13. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the oopse) shall be the winner.
14. If still equal, a count-back from the final ball of the oopse shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example:

Runs scored from:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	<u>2</u>	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

15. Clause 2 examples:

Scheduled finish 5.15, 30 minutes extra time available, so scheduled finish time if the whole of the extra time provision is utilised is 5.45.

- (a) No extra time is utilised in the original match which overruns ten minutes and finishes at 5.25. The oopse is scheduled to start at 5.35 with 30 minutes extra time available. It starts on time but is interrupted at 5.40. Play must resume by 6.10 otherwise the oopse is abandoned.
- (b) 20 minutes of extra time was utilised, with the match scheduled to finish at 5.35, but it actually finishes at 5.25. Therefore the extra time allocated to the oopse is the greater of a) 10 minutes (30 minutes extra time less 20 already utilised) and b) 20 minutes (the gap from the actual finish time of 5.25 and the scheduled finish had the full extra time been utilised of 5.45). The oopse was due to start at 5.35, but is delayed by rain. It must therefore start by 5.55 or the oopse is abandoned.
- (c) The match finishes at 5.55 (having started 30 minutes late and overrun by 10 minutes). There is no extra time allocated to the oopse which should start at 6.05. Any delay or interruption after 6.05 means the oopse is abandoned.